



Phantom Brave™

The Hermuda Triangle

INSTRUCTION MANUAL

Basic Controls - Phantom Isle



Basic Controls - Phantom Isle

 button +  button Zoom in/out



Basic Controls - Area Map (Battle Map)



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Prologue

A world of vast oceans and tiny island nations, where the various races have helped create the history of the world. Sometimes through peace, and sometimes through war...

Wisteria, a land of sun.

Aquamarine, a land of ice.

Sand, a land of desert.

And Vermillion, a land of volcanoes.

Ivoire is the world composed of these four regions.



Characters

Marona

She has the unique ability to communicate with and control Phantoms. This has enabled her to find work as a Chroma, but has also caused others to fear and despise her. But nevertheless, she's always optimistic and follows her deceased parents' advice to always help others.



Ash

He is Marona's guardian, and is always by her side. He has a kind heart and a strong sense of justice. He sometimes gets a little overprotective of Marona. He worked as a Chroma along with Marona's parents before he became a Phantom. He also has a strong distaste for... salt.

Putty

How to Start

After starting up the game, you will view each game mode at the title screen.
If you want to start anew, select "New."

If you want to start on the extra story, select "Another Marona."

If you would like to resume from where you last saved, select "Continue" and select your save file.

Select "Setting" to change game-related options.



Saving & Loading



Please make sure you have at least 352KB of free space in your Memory Stick™ in order to save game data.

Press the  button on Phantom Isle to bring up the menu, then choose Save. Point to "Save New Data" and confirm your choice. To overwrite a file, point to the save file and confirm to overwrite.

*Overwriting a file will permanently delete that file.

*You will need at least 352KB of free space in your Memory Stick™ to save. Please confirm available space before saving.



Game Flow

Below you will find a summary of the basic flow of the game.

Cutscene

The story will unfold through a series of events. During these scenes, the game's objectives will be revealed.

- ★ A tutorial battle will take place during the first chapter of the game.



Phantom Isle

Wander the island while controlling Ash. Talk to Marona to create Phantom allies. Depending on their jobs, Phantoms may sell items or heal wounds. This is where you will prepare for each battle.



Destination

You can go to the World Map by using the mailbox on Phantom Isle. Only accessible islands are displayed, so select whichever one you would like to go to.



Cutscene

A cutscene may occur depending on the destination you select.



Destination

Once the event is finished, you will return to the World Map and be able to select your destination once again.

* You can also return to Phantom Isle at this point.



Area Map (Battle Map)

Battles take place on a 3D map. Defeat enemies while keeping Marona alive.



Chapter End

An event will occur once you complete your objective, and the story will advance to the next chapter.



Phantom Isle - Controls

You control Ash in Phantom Isle.
Use the analog stick to move Ash.



× button (next to character)	Talk to character
□ button (next to character)	Picks up character/Throw picked up character
○ button	Jump over obstacles
L / R button	Rotate screen
□ + L button	Zoom in/out

Note that if you jump on top of a character, that character will take damage.



Place characters wherever you want!

Press the  button next to character
You'll lift the character.



Press the  button again
A yellow circle will display
your throw range.



Move the directional buttons or
analog stick
Choose where you want to throw.



Press the  or  buttons

Throw the character
toward the cursor.



If there is a character already standing
there, he/she will catch the thrown
character. Press the  button next to the
caught character to pick them up again.

Caution!
Thrown characters will not necessarily land
exactly where you choose. The landscape will
affect their final resting spot.

Phantom Isle - Commands

Press the  button on Phantom Isle to open the Command Menu as seen below. Use the directional buttons or analog stick to move the cursor, and confirm by pressing the  button.



Equipment	View items equipped on your characters. Equipped items can be used during battle.
Status	View character status.
Order	Change the order of your characters/items in the status screen.
Battle Help	Learn the basics of battle.
Settings	Change the game settings.
Reset	Return to the Title Screen.
Save	Save your progress.

Phantom Isle - Creating Units

From the start of the game, you will be able to create units on Phantom Isle to add to your team.

Talk to Marona and select "Create". The units available will be limited at first, but more options will become available as you fulfill certain conditions. There may also be times when creating units will cost you money.

Caution!

Characters you wish to use in battle must first be summoned to Phantom Isle. The number of units and items available to be summoned to Phantom Isle is displayed as POP in the bottom right-hand corner of the screen.



The current number of characters & items/
Maximum number you can summon.

- ① Talk to Marona, select "Create", and choose the Phantom you wish to create.



- ② Name them whatever you like.



- ③ Distribute experience points, then finish.



- ④ The character will be summoned to Phantom Isle.



Example Phantom jobs

Job	Tasks on Phantom Isle
Healer	Heals HP and SP. Note that you will have to pay for this service.
Merchant	Sells items.
Blacksmith	Increases the power of items.
Dungeon Monk	Creates random dungeons unrelated to the game's main storyline.
Titlist	Grants titles to units and items.

Phantom Isle - Preparing for Battle

You can buy & sell items once a Merchant is summoned to Phantom Isle.

Items you buy are summoned to the island. These items can be equipped by pressing the Δ button to bring up the Command Menu. Use this command to use these items in battle.



In Marona's Case



Equip on Phantom Isle



Marona will participate in battle with these items.

- * Characters other than Marona will appear in battle with their equipped weapons once they are Confined.

Selecting Destination

Open the World Map by pressing the  button next to the mailbox on Phantom Isle.

Accessible islands will be displayed on the World Map. Select a destination by placing the cursor over the desired island. Each island will have its own unique events and/or battles.



Upon entering battle, you will have to choose an Area Map after selecting an island. The game will progress as you clear each Area Map.

- ★ Area Maps can be selected even after clearing those maps.
- ★ More areas will become available as you advance throughout the story.

Area Map

The action order during battle depends on each unit's speed. When an ally's turn rolls around, a red circle will appear around that character and the "CHECK" icon will appear. Enter battle commands to continue the fight.

The / button will rotate the map, and the + buttons will zoom in/out.

- * The gauge displayed below each character represent the amount of HP that unit has left [green for allies, red for enemies]. The gauge will decrease as the unit takes damage. A yellow gauge represents a neutral 3rd party.



Victory Conditions & Game Over

Defeating all the enemies will grant you a victory. Conversely, the game is over once all of your units are defeated. If this happens, you will have to load your most recent save file to continue.



Battle Commands

Command Menu

Press the $\otimes$ button to open command menu.

Move	Move a character
Attack	Attack the target
Lift/Throw	Lift or Throw a character
Confine	Confine a character in an item
Status	View status

Move

- ① Place the cursor over the area you want to move to.



- ② Press the  button to open the Command Menu and select "Move".



Your movement range will be displayed as dm [decimeters]. You can move as long as there is room to do so. Press the  button to undo your movement.

Caution!

- ★ You cannot move outside of the red circle.
- ★ You may not be able to move to a desired destination if there is an obstacle in the way.
- ★ Depending on the landscape, the unit may not stop right at the selected location.
- ★ You will not be able to undo Move if you choose to Attack or Confine after moving.

Attack

- ① Place the cursor over the target and select "Attack".



- ② Choose a skill from the displayed list.



The skill's attack range will be displayed after you select it. All units within range of the attack will receive damage, whether they are enemies or allies. There are also skills that will allow you to adjust the attack range by using the directional buttons or analog stick.

Caution!

- ★ If using a skill that can hit multiple targets, use the directional buttons or analog stick while holding down the  button to move the unit within the red circle.

✧ Lift/Throw ✧

You can Lift/Throw just about any character on the map. The skill you use to attack will depend on the ally/enemy/item that you lift. Place the cursor over whatever you want to lift, then open the Command Menu. Select "Lift" to grab onto the target. The option in the Command Menu will change to "Throw" once you lift something. Before you use this command, be sure to place the cursor wherever you want the object to land.



Caution!

- ✧ A unit can only lift one thing at a time.
- ✧ Enemies are able to use this command as well.
- ✧ Place the cursor over a unit if you want that character to catch the thrown object.
- ✧ If you end a unit's turn while lifting an enemy, the lifted enemy will attack you on its next turn. But you can also deal damage to enemies in the same way.
- ✧ You can also throw objects off of the Area Map.

- ✧ The throwing range will be displayed as a yellow circle.

✿ Confine ✿

Summon Phantoms by confining into items located on the map. Place the cursor over an item, then open the Command Menu. Summon an ally by selecting the "Confine" command and choosing an ally.



* The confine range will be displayed as a white circle.

Caution!
Marona is the only character capable of confining.

✿ Status ✿

Select this command to view a character's status.

✧ ⬆ button Menu ✧

The selections below will be displayed by pressing the ⬆ button. Press the ⬆ button to view a character's equipment.



Battle Help	View basic battle controls and techniques. This is handy when you're not sure what to do during battle.
Setting	Adjust game settings.
Reset	Return to Title Screen. Note that you will lose all unsaved data.
Character List	View all the characters & items located on the map.

Status & Level Up

Viewing Status Screen



1.	Profile	Displays unit's face.
2.	Name	Displays unit's name.
3.	LV	Displays unit's or item's level.
4.	HP	Displays current hit points. A unit will not be able to participate in battle if his/her HP reaches 0. HP can be restored by using healing magic.
5.	REMOVE	Displays the number of actions the unit can perform before they disappear (except Marona).
6.	MANA	Displays mana points. These are necessary to power up units and items.
7.	Resistance	Displays the unit's resistance against elemental attacks. The greater this number, the less damage the unit will take from those attacks. Fire resistance Wind resistance Water resistance

8.	Title and Name	Displays the name and the title of the selected character. Usually, the stronger the title sounds, the more your stats will increase.
9.	MOVE, JUMP, STEAL, GUARD	
	JUMP	Displays the unit's movement range (in dm).
	JUMP	Displays the unit's jump range (in dm).
	STEAL	Displays the unit's ability to steal from an enemy.
	GUARD	Displays the percentage of damage the equipped item will absorb. The higher the number, the more damage the item will absorb.
10.	Item Equipped	Displays the name of the equipped item.

11.	Ability	Displays the unit's stats while equipped with an item. This doesn't apply to the item itself since it cannot fight alone in battle.
	ATK	Displays attack power. The higher this number, the more physical damage you will inflict.
	DEF	Displays defense strength. The higher this number, the more physical damage you will block.
	INT	Displays intelligence. The higher this number, the more magic damage you will inflict.
	RES	Displays resistance. The higher this number, the more magic damage you will block.
	SPD	Displays speed. The higher this number, the faster the unit's turn will come. [This does not apply to items.]
12.	Upon Equip	Displays the effect this unit/item will grant when equipped.
	ATK - SPD	Displays the +/- rate when equipped.

13	Confine	This only applies to items. It displays the effect it will have on a Phantom confined to it. This is important when the item is already on the map.
	ATK - SPD	Displays the +/- rate when equipped.
14	SKILL POINT (SP)	All skills have icons next to them. When using the skill, the corresponding icon will be consumed. SP can be healed by the Healer on Phantom Isle. The text next to SP is the ability of the skill. E is the lowest, and it goes up from there. S is the highest. As you use the skill, you will gain EXP to increase the maximum SP. The better the ability is, the more EXP you will gain. You will also inflict more damage with the skill the higher the ability is.
15	Skill List	Displays the list of available skills. You will see Chartreuse and Confine as well. These cannot be selected as attacks, so SP will not be consumed.

Status Ailments

When hit with a special attack, a unit may receive a status ailment. Status ailments can be cured by the magic spell Espoire.



Type	Description	
	Poison	The unit will take damage every turn.
	Sleep	The unit's next turn will be skipped.
	Paralyzed	The unit's body is frozen, and speed and movement decrease.
	Amnesia	The unit will forget how to perform all but the most basic skills.
	Dazed	The unit will receive no EXP.
	Gamble	If the unit is attacked, the attack will either miss entirely or kill the unit in a single hit.

✧ Leveling up units ✧

Characters will level up as they defeat enemies and gain EXP. Upon leveling up, their stats will increase.



Battle Tips

✧ Confine ✧

Confining is a crucial aspect of advancing through battle. "Confine" is a system in which you summon your allies by confining them in items.

1: Inspect the items available on the map.

There are items on the Area Map which will have attributes different from both allies and enemies. When it's Marona's turn, a cursor will appear in the middle of the screen. Move the cursor over items on the map to view them. When you move the cursor over an item which can be used to Confine, its stats will be displayed.

2: Choose an item to Confine to.

Next, select the item that you'd like to Confine to. When you find a suitable item, press the  button to open the Command Menu and select "Confine". Marona's Confine range will be displayed around her as a white circle. You cannot Confine to any items outside this circle.

The cursor will switch to "CONFINE" when you select the command, and the white circle will appear.

3: Select a Phantom.

A selection screen will appear after selecting "Confine" from the Command Menu. Look over the list of Phantoms and choose whichever one you like.

Caution!

The Phantom's stats will change depending on the item's attributes. You will see numbers such as "(10%)" or "(-20%)" after each attribute. These values will be added to the Phantom's base stats.



4: Confine!

Once you select the Phantom, the Confine will be complete. The selected item will transform into the ally unit. You will then be able to give this unit orders once its turn comes.



Caution!

Some units will gain special abilities upon confining. Look for a special skill indication when selecting which unit to Confine.



5: Remove

Confined allies will return to their original form after a certain number of turns. This is called "Remove". This indicates the number of turns that the unit has before being removed. The number will decrease by one when you select "End Turn" and the unit's next turn arrives. Once that number reaches 1, the unit will transform back into an item on his/her next turn. Once the unit is removed, that unit cannot be confined again until the current Area Map is cleared.



Caution!

When units are removed, they will sometimes take the item they were confined to back to Phantom Isle.

Items & Confining



Item Name	Attributes with Confine
Rock	Increased physical defense
Flower	Increased intelligence
Tree	Increased intelligence
Short Sword	Increased speed
Axe	Increased physical attack
Book	Increased intelligence

* There are many more items than the ones listed above.

✧ Protection ✧

Protection is a special effect that can be used on the Area Map. This effect may increase attack or defense power, heal HP each turn, etc. Here, we will explain how to utilize Protection.

- Giving and Receiving Protection -

There is always a side that gives Protection, and a side that receives it. Place the cursor over a unit/item on the Area Map to view the Give/Receive Protection information.

If you see a special effect listed below the "Give Protection" option, then that object is the giver. If you see a special effect listed below the "Receive Protection" option, then that object is the receiver.

You can view the Protection details by pressing the  button, or switch the display by pressing the START button.

Switch the unit and item by pressing the  button if the item being confined to has Protection. When you place the cursor over an object, you will also notice that the giver and receiver are connected by a line.

Caution!

Units affected by Protection will be marked with an icon. The number on this icon represents the total number of Protections applied.

- Utilizing Protection -



- 1 Review the Area Map to see if there are any items affected by Protection
 - 2 Once you find an appropriate item, select "Confine" from the Command Menu and confine a Phantom.
 - 3 The confined Phantom will appear with the Protection effect applied to him/her.
- * The Protection effect will remain until the giver is destroyed/removed.

- Removing Enemies' Protection -



- 1 Place the cursor over an enemy with a Protection effect to see which item/unit is giving the Protection.
- 2 Attack that object and destroy it.
- 3 The Protection effect will then be removed.

Lift & Throw

You can Lift any items, enemies, or allies on the Area Map. By lifting an object, you are able to "Equip" it. Place the cursor over the target, then select Lift from the Command Menu. The green circle indicates the unit's Lift range.

- Lift and Attack -

Use a skill by selecting Attack after lifting. The skill's attack range will be displayed in blue. Available skills will change depending on the object lifted, so try lifting everything! If a unit is not holding an object, he/she will use unarmed skills. The skills' effectiveness depend on the unit's EXP - the higher the EXP, the stronger the skill will be.



Caution!

The amount of SP consumed changes depending on the skill. Skills are divided into 7 types, and the icons indicate how much SP will be consumed. Compare this to your current SP before choosing a skill.

Type Description

		Physical Attack
		Energy attack - aura and living energy
		Elemental magic - fire, wind, or ice
		Physical magic - uses natural beings
		Space-time - affects time and space
		Stat-altering - increases/decreases power
		Healing

Skill Introduction

Now we'll introduce a few skills that will be available from the beginning of the game.

Equipped Item	Skill Name	Description
Unarmed	Roundhouse	Swings around a single target. Effect: Blow
Sword	Fire Slash	Attacks multiple targets with a fiery blade.
Axe	Mole Wack	Crushes a single target.
Spear	Skewer	Pierces a single target, then tosses it. Effect: Blow
Staff	PK Rush	Attacks a single target with a mysterious power.
Tree	Eco Swing	Spins around to cut apart multiple targets. Effect: Blow
Weed	Dryad Lash	Attacks a single target with guts and spirit.

- Lift and Throw -

The Lift option will change to "Throw" once the object is lifted. Select Throw to toss the lifted object. Place the cursor where you would like the object to land (although it may not land at that exact spot 100% of the time).

If there is a unit at that location, that unit will catch the thrown object. You can use this system to pass objects from ally to ally, or to throw an object farther away from the enemy.

Try it out!



- Pluses and Minuses -

Once a lifted enemy's turn comes around, the enemy will automatically attack the lifter. However, the enemy will not be able to take any other actions at that point. A lifted ally cannot take any actions, but also cannot be attacked by the enemy. Use this system to enhance your battle plan.



- The Enemy can Lift, Too! -

Enemies may also choose to lift items or your allies. You'll be at a disadvantage if they manage to lift a powerful item or character.



Caution!

You can throw lifted items out of the Area Map. Items thrown off the map will not return, but if you toss a character off the map, something unusual might happen...

Marona's FAQ

Q: Should I be worried about that unit on the Area Map with a yellow gauge?

A: Units with yellow life gauges are neither enemies nor allies. They might attack you or the enemy, depending on the Area Map you're on. So you should probably be careful!

Q: Where do I find my SP?

A: SP is consumed by using skills. You can view this value by pressing the  button in the status menu. There are 7 SP values, and the SP consumed will change depending on the skill used.

Q: What does "GUARD" mean in the status menu?

A: GUARD is a defense percentage that indicates how much damage an item will absorb when equipped. For example, if I have a Flower equipped, it will absorb a certain percentage of damage for me.
Items with a higher GUARD will absorb more of your damage. But at the same time, it will also absorb a higher percentage of healing spells.

Q: Do  skills only have healing effects? What about  skills?

A: There are also  and  skills that can inflict damage. Try modifying those skills at the Blacksmith.

Q: What do the icons mean that are listed in Help?

A: Check the list below for reference.

Name		Description
	Absorb	Heals its user while stealing HP from its target.
	Unequip Self	Disarms the user.
	Unequip Target	Disarms the target.
	Knock Back	Knocks back the target.
	Transport	When using a skill with this effect, the user will move a certain set distance.
	HP Dependent	The power depends on the HP value.
	ATK Dependent	The power depends on the ATK value.

DEF	DEF Dependent	The power depends on the DEF value.
INT	INT Dependent	The power depends on the INT value.
RES	RES Dependent	The power depends on the RES value.
SPD	SPD Dependent	The power depends on the SPD value.

Q: Another Marona?

"Another Marona" is for those players who have already completed the main story. It includes a number of spoilers for the main story, and it does not have any tutorials. We recommend that first-time players start from the beginning of the main story. Everything will start from level 1, so it may be better to start fresh instead of carrying over data from your first playthrough.

For more information on this game,
please visit

www.NISAmerica.com

